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TIME WARNER INTERACTIVE GROUP

2210 Olive Avenue
Burbank, CA 91506

D3H1 12T1

14031

You're headed straight for hell

Your travel plans have been interrupted by an unexpected layover in New York City. With some time to kill, why not hop into a cab and take in the sights? What could go wrong? Maybe you didn't see the sinister gleam in the driver's eye.... Maybe you didn't notice the 666 on the license plate.... Either way, it's too late to turn back. You've just stepped into the wrong cab. The Hell Cab. Buckle up. You're in for one hell of a ride!

Requirements

- PC with 386 or higher processor
- Mouse or compatible pointer
- 3 MB of RAM available under Windows™
- MPC-compatible CD-ROM drive with a minimum 150 KB/sec transfer rate
- SVGA graphics (256 colors with 640 x 480 resolution)
- MPC-compatible sound card
- Windows 3.1

Starting up HELL CAB

If you have created a new item in the Program Manager for *Hell Cab*, simply double-click on the *Hell Cab* icon. If you have not created a new item, you can begin the program by double-clicking on HELLCAB.EXE from the File Manager. If you do not see this file in the File Manager window, click on the root level of your CD-ROM drive to display all the files in the highest-level directory. For more information, please see the README file on your CD-ROM.

Performance tips

For a smooth ride

Hell Cab requires a minimum of 3 MB available RAM under Windows 3.1. If you do not have this amount available, the game will not run properly.

To free up memory and ensure optimal Windows performance, make sure that no applications other than *Hell Cab* are running, and that virtual memory is turned off. If you are low on memory and try to run *Hell Cab* with Windows' virtual memory turned on, the game's speed will be

drastically reduced (refer to your Windows user manual to learn more about virtual memory).

Finally, make sure that you have the latest drivers from your video card manufacturer. For optimal performance run *Hell Cab* on a computer with local bus video.

Troubleshooting

Certain system configurations may occasionally result in unexpected errors. If this happens, simply quit the program and restart your computer. For further technical or troubleshooting information, check the README file or call our technical support hotline at: (818) 955-9999.

The menu bar

The menu bar is hidden during play. Move the cursor to the top of the screen to activate it. The menu bar will not activate while animations are playing or while characters are speaking. Use the menu bar to open and save adventures.

Save your soul

The objective in *Hell Cab* is simple: survive Raul's cab rides with your body and soul intact. Your adventure ends when you run out of soul or lives.

You start with a given amount of soul—determined by how you answer Raul's questionnaire. As you make decisions, your soul level changes.

Sometimes "bad" decisions keep you alive. But blasting your way out of tight situations may eventually cost you your soul. So keep an eye on your Soul-O-Meter.

Soul-O-Meter

The Soul-O-Meter is a key information resource. It shows life and soul levels as well as the amount of fare owed. (If you are unable to pay the fare, your soul level will be depleted.)

Click on the meter to open it. Long colored bands indicate high levels; short bands indicate low levels. If the meter is open, game play is paused.

Time Travel

Raul's sightseeing tour includes trips to some of history's most infamous time periods. Every time period contains "doorways" back to the present. Pass through them to get back to the Empire State Building and back to the Hell Cab.

Even if you survive all your trips through time, you'll have to get through an apocalyptic New York City if your soul is unpure in any way.

Scene on the screen

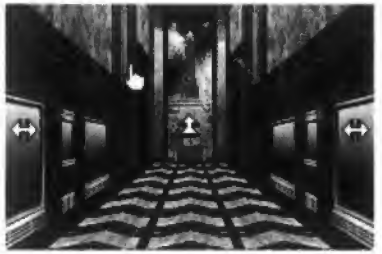
Opening screen

After the opening sequence plays, the introductory screen appears with options. PLAY INTRO plays the introduction before the adventure. SKIP INTRO skips the introduction.

Navigating game screens

Hell Cab allows you to self-navigate through buildings and landscapes by simply pointing and clicking in the direction you want to move.

To navigate, move the pointer icon. It changes as it is moved



about the screen indicating which type of movement will occur when the mouse is clicked. Here's what each one means:

Forward: This cursor indicates that you can move forward one step.

90˚ Left & Right: This indicates that you can move left or right 90 degrees.

Hand pointer: This cursor allows you to:

1. Grab and move the object that the cursor is covering
2. Move forward diagonally
3. Look up or down
4. Zoom in or out on the object that the cursor is covering
5. Activate objects or characters.

With the standard pointer, there is no movement. For example, if you are up against a wall, you can't move forward.

When navigating, you should be wary of clicking quickly and randomly. The cursors may not update between clicks and you may accidentally activate an incorrect area.

Lives and shopping bags

Lives

In *Hell Cab*, you start out with three lives. If you lose one, you're sent to Hell's reception area and told how many lives you have left. You're then sent to the beginning of the time period that you just died in. If you run out of lives, the adventure ends.

"I Love NY" bag

As you navigate through the various adventures in *Hell Cab*, you will find many items—including money—that may be of use.

Don't be afraid to click on anything that interests you. Specific objects can be collected and stored in the "I Love NY" bag, found in the lower left-hand corner of the screen.

To use a stored item, click on the bag to open an inventory window of the bag's contents. To select an item, click on its icon. The object then appears on the screen and is ready for use. To put an item back into the bag double-click on the item.

Weapons and cash machines

Weapons

To use a weapon, press the space bar unless told to click the mouse, which increases the repeat rate, making the weapon more effective.

Cash machines

Like all things in life, you gotta pay to play. To pay cab fares, use your ATM card to get cash from the various cash machines throughout the game. Cash machines also outline the rules of the game and provide information on the different time periods.

HELL CAB creators

Pepe Moreno, producer

Internationally acclaimed Pepe Moreno is renowned for his innovative visual storytelling. Pepe has created groundbreaking works in many fields, including comics, graphic novels, animation and theater. He has also directed commercials and designed sets and animated characters. Among his works is the best-selling *Batman: Digital Justice*.

Phil Simon, Associate Producer
Julian Urbach, Game Programmer
Mark Castle, Navigation Matrix
Jeff Essex, Music Score
Jim Ludtke, 3D Animation